WMS GAMING

01/679,093

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To:	Examiner Aaron J. Capron	From:	Michael Blankstein
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Re:	Serial No. 09/679,093	CC:	

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● **Comments:**

Dear Examiner Capron,

Attached are proposed amendments to independent claims 26 and 46 for overcoming the rejections based on Liverance '399 and Acres '483, respectively. Some of the dependent claims would also be amended to provide proper antecedent basis. New independent claims 94 and 98 focus on features missing from Liverance and Acres. I look forward to discussing the proposal during the telephone interview scheduled for 2 p.m. on Tuesday, September 10, 2002. In the meantime, if you have any questions, please feel free to call me at 773/575-8925 (cell).

Sincerely,

Michael Blankstein

PROPOSED CLAIM AMENDMENTS
FOR DISCUSSION AT INTERVIEW
(SERIAL NO. 09/679,093)

26.   (Once Amended) A gaming machine, comprising:

a processor for randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager amount, said processor monitoring time signals from a clock;

a display for displaying [visual elements] game artwork for a wagering game; and

a memory device coupled to said processor and storing at least two data sets for producing at least two different types of said [visual elements] game artwork, said processor selecting one of said at least two data sets primarily in response to said processor monitoring a time signal corresponding to a predetermined time.

46.   (Twice Amended) A method of operating a gaming machine, comprising:

displaying, on a video display, [a plurality of standard visual elements] standard game artwork for a wagering game, the standard game artwork having a first theme;

monitoring real time;

automatically displaying, on the video display, [a plurality of modified visual elements] modified game artwork in response to said real time being a predetermined time, [said plurality of modified visual elements] said modified game artwork have a second theme different from the first theme, the second theme being [having a theme that is] indicative of a commonly known societal event that is associated with said predetermined time; and

randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager amount. .

94.   (New) A method of operating a gaming machine, comprising:

displaying thematic game artwork for a wagering game on a video display;

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monitoring real time;

automatically altering the thematic game artwork primarily in response to the real time being a predetermined time;

receiving a wager; and

randomly selecting at least one of a plurality of possible game outcomes.

98.   (New) A gaming machine for conducting a wagering game, comprising:

a control system for randomly selecting one of a plurality of possible game outcomes in response to a wager amount, the control system being internal to the gaming machine and monitoring time signals;

a video display for displaying thematic game artwork; and

a memory coupled to the control system and storing a plurality of data sets for producing respective types of the thematic game artwork, the types of the thematic game artwork having different themes, the control system selecting one of the data sets primarily in response to the control system monitoring a time signal corresponding to a predetermined time.

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